South Jersey Apple Users Group

August 1989

Candy Apple

NO MAIN MEETING IN AUGUST
Next Main Meeting-Sept. 15th

Contents

**** RETAILERS ****
See Page 11 for a Special Offer
For YOUR AD in September's
CANDY APPLE

****

OFFICERS OF SJAUG

President	Gus Banks	267-3809
Vice President	Mike Wogan	854-6445
Treasurer	Carol DeCuzzi	428-0621
Secretary	Pete DeCuzzi	428-0621
Publicity Chairman	Rowena Billos	235-1560
Membership Chairman	Pete DeCuzzi	428-0621
Book Librarian	Mike Wogan	854-6445
Disk Librarians	Steve Upfermann	629-0236
	P. Mark Wannop	365-1776
Classic Apple SIG	Mike Wogan	854-6445
IIGS SIG	Bob Bobik	778-2105
Beginners' MacSIG	Ed Gaugler	424-5547
Candy Apple Editor	Wanda Bullion	767-4913
Asst. C.A. Editor	Jack Bullion	767-4913

SJAUG APPLELINE, the SJAUG BBS   424-1382

****

****

TELEPHONE TUTORS
APPLEWORKS
Bev Darkatsh (daytime M-F)	365-5821

PROGRAMMING
Ethel Graham	429-6025
Ryan MacMichael (Basic) (4-8 pm)	654-9346

TECHNICAL HELP
Ed Gaugler	424-5547

Anyone willing to volunteer help in their particular area of expertise, please contact the editor.

NO MEETING THIS MONTH

****
Club Notes
by Gus Banks
****

Last month's meeting was at our new location, the Voorhees Community Center and was well attended. Mike Perloff arranged for Bruce Shanker to speak to the club on **RepairWorks**. This is a program that helps you to recover AppleWorks Word processing and Data Base files. Mr. Shanker, who is a noted columnist, is also a very good speaker. He demonstrated RepairWorks and talked about AppleWorks 3.0.

As I discussed last month the club is shutting down for the summer with the exception of our **CandyApple**. There will be no main meeting or SIG meetings this month. All activities will be back in September. The board has been working on developing a good series of programs for the fall. Some of the areas that we plan to have programs on are Prodigy, AppleWorks 3.0, Computer Learning Month, Games, and the video overlay card. Enjoy the summer.

See you in September!!

****

NEW CLUB DISK PRICES

	5 1/4	3.5
Member Prices:		
Disk of the Month	$3	$4
Apple License Disk	$3	$4
Library Disk	$4	$5
Non-Member: All Disks	$7	$7

Each member will be required to show his membership card prior to purchase. Individuals unable to verify membership will be charged the Non-member price.

****

Print Shop Graphics Update - See Pg. 9
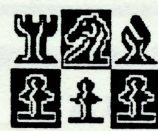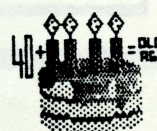
CHESS   CAKE 44YR   HAPPY BIRTHDAY / HAPPY B.DAY

OPEN BOOK   SANTA CLAUS   JUMPER   FLORIST

...from SJAUG Disk #4

AROUND THE SOUTH JERSEY APPLELINE

by P. Mark Wannop

It's amazing how many people are afraid of trying telecommunications. It's not as hard or expensive as folks tend to think... To telecommunicate, you need three things: appropriate hardware, appropriate software, and an on-line computer to call.
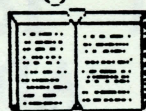
Hardware for the Apple II line take two basic forms: the first is the internal modem; it plugs into slot two, and you connect a phone line to it (after you've read the manual and set the little switches). The second is a serial I/O card in slot two connected by cable to an external modem - not too different except now you have two manuals to read and possibly two sets of switches to adjust. One advantage of an external modem is that you can use the same modem with your Apple II, your Mac, and your IB- ooops, sorry... In either case you'll probably be happiest if you make sure your modem is an "autodialing" modem. Baud rate is a consideration in price - both purchase and usage; the higher the baud rate the modem is capable of, the more the purchase price will be (external modems have dropped in price in the past year, by the way). But if you are going to upload and download programs a lot - especially on long-distance BBS's - a higher baud rate may save you money. (Some commercial services charge a higher rate for higher baud rate service, so read the fine print if you access these services!) One more thing about baud rate - if you're going to do on-line reading, you should know that it is possible to read the screen at 1200 baud if you are a FAST reader. If the text scrolls off the screen, you may find yourself calling back at a slower speed! (If you can read at 2400 baud you're a speed reader!) By the way, don't try to change your baud rate while you're on-line to another computer; the other machine won't be able to follow your lead and you'll probably be disconnected when the modem no longer detects the proper signal on the phone line.

There are several communcations software packages available for the Apple. **Proterm**, a commercial program, is highly recommended by the SysOp of our BBS; it is (I'm told) quite easy to use, and you can produce on-line moving graphics with it. It does require a 128K IIe, IIc, or clone thereof (which is why I don't have firsthand experience with the program...). **Ascii Express PRO** is another excellent commercial program that will run on any 64K (or larger) Apple or clone capable of using PROdos; some folks find it's use of control keys a bit much to learn at first, although I don't think it's too bad once you **Read The Manual**...

There are Public Domain programs; **Fredsender** is fairly well-known, although I can't comment on it - from what I can see, it wants a 128K machine (sigh). Also, some modems come with software as part of the "package."

Once you get your hardware set up and your software configured, you need a computer to call. You could get onto Compuserve or Genie (or any of a number of commercial services) and start spending money right away, but why? There are plenty of local Bulletin Board Services (BBS's) right here in South Jersey, and lots over in Philly as well! And most of them don't cost you a thing unless you're calling long-distance! Which brings me (finally) to the **South Jersey Appleline BBS**, which is operated by this very computer club! **South Jersey Appleline** is an "open" system - in other words, it is open to anyone who wants to call. The SysOps are Ed Gaugler and Ethel Graham; Uncle Bruno and Storyteller keep track of their own sections of the BBS (see below). Users are expected, of course, to behave in a reasonably polite manner; as with any public media, we can't have bad language and such on the SJAUG BBS. If you do accidently slip, the BBS program has a vigilant "trap" that substitutes asterisks for the offending word, even when it isn't used offensively! Uncle Bruno was surprised to find that the BBS slightly censored him when he mentioned Don Marquise' humorous character, Archy the Cockroach!

First, you need the number: (609) 424-1382. Most modern modems are autodialing; you tell your program to dial the number, and it does it. Your program will tell you that the computer on the other end has answered.

South Jersey Appleline runs at three different baud rates: 2400, 1200, and 300. If you call at 2400 baud, the program should start right away. If you are at 1200, it will wait for you to hit the return key once and will set itself to that speed. At 300 baud, hit the return key twice. (This is true of some, but not all, other BBS's. Some will automatically detect your baud rate and set itself. Of course, if you call a BBS at 2400 baud and the system is only capable of 300/1200 baud, you won't get anywhere...)

You will then be asked for a **User Number**. If it's your first time in the BBS, type **NEW**. You will then be led through a process where you are asked for your name, city and state, phone number, and to choose a password. Once you have done this, you will have limited access to the BBS until the SysOp (**Sys**-tem **Op**-erator) "verifies" you (usually about a day). This means you will be able to read bulletins, but not post (enter) any until you're verified. This is standard policy on every BBS I've ever called...

Once you've been verified, you can post messages and upload and download files. The next time you call you will be asked for your user number and then your password. If you make a mistake, the BBS will ask for the number and password again. Once the program recognizes you as a user, you are greeted with the "System News" screen which will tell you about SJAUG meetings and what's new on the BBS. Then you will be given a "main level" command line prompt asking what you'd like to do. Pressing a question mark (?) will give you the main menu; press the appropriate key for what you want to do. (By the way, there's nothing you can do from following anything on the menu that will upset the BBS program or harm the BBS computer; you don't have to

be afraid to investigate any of the various options.)

One of the main features of a bulletin board are, naturally, the bulletins. Pressing a B will bring you to the first, or "main" bulletin board. Pressing a B plus a number (like "B2") from the "main level" prompt will get you to the specific "board" of your choosing. (Once you are in the "bulletin board" level, use a J plus a number to select a particular "board." There are currently twelve "boards" up on the Appleline BBS:

1 - Main Bulletin Board; this is the one for general messages.

2 - Educational Base; this is usually used for messages pertaining to education (many Apple users are educators). Sometimes when the Main Board gets full, general messages get posted here simply because it's next in line...

3 - Trading Base; for sale and wanted notices. Posting ads on BBS's can work! I once bought a photographic enlarger by advertising on a BBS for someone who had one "gathering dust in a closet." The fellow who responded just wanted to unclutter his closet, and I got it very reasonably...

4 - SJAUG Base; this is for SJAUG news and such... However, a lot of messages that belong here wind up being posted on base #1...

5 - R/C Board; this was set up for some users who wanted to discuss radio control (R/C) models. It hasn't been too active lately, and I suggested it be used for all hobbies. When I did that, the R/C folks suddenly started posting a short message burst, but it died out quickly. I STILL suggest it be used for any hobby chat we care to post!

6 - Uncle Bruno; this is the trivia board run by Uncle Bruno, a gent who claims to have "a very cluttered attic." There are generally between 25 and 50 questions posted to be answered, ranging from sublime to ridiculous (do you know what happened to the "Growing Up Skipper" doll when you twisted its arm? Bruno does...). Uncle Bruno sometimes has quizzes on specific subjects, like 1964 period British rock and "Comics and Cartoons."

7 - Chinese Zodiac; look up the year of your birth in the chart, and go to the appropriate message, and read all about your personality. Then look up the year of your spouse's / boyfriend's / girlfriend's birth year and find out if you're compatible...

8 - Macintosh Board; obviously, this for for people who have Macs to discuss tips, techniques, programs, and problems.

9 - Proterm Special; this is set aside for folks who have the Proterm program and wish to use the unique graphics capabilities of that program. There are animated "movies" posted, but ya gotta have Proterm to see 'em!

10 - Archives; set aside by the SysOps to hold messages that have been posted elsewhere, and are of lasting interest to SJAUG members.

11 - Story Board; overseen by Storyteller (who keeps it from getting TOO silly), this features the story of Zin, a young man who is on a quest to rescue - what else? - a fair princess. He is accompanied by Pap, his grandfather, and by Bruno the Trivial Wizard (how'd he get in there?). The trio was later joined by Elpin, who has the power to shift her

shape. The story is being written by literary-minded users who post bits of the story as the fancy strikes them. Anyone can add to the story, so join in!

12 - Movies; this is set aside to discuss movies, VCR tapes, science fiction, other books, and what have you.

When you're on one of the boards, you'll be confronted with another prompt line. If you don't know what to do, press ? and you'll get a short menu (this is true at all the prompts; ? gets you help). You can read messages by simply entering the number of the message you want to read; once it is read, pressing return will get you the next message, or the space bar will get you back to the Message Base prompt line.

Pressing P will allow you to post a message. All of these boards would benefit by having more users post, so don't be timid! You'll be asked who the message is for, and the subject. Then type away, up to about 70 lines worth. End by typing "done" by itself on a line. You then will have several editing options; if everything was okay, press O (for okay) and your message will be saved. As always, press ? if you need help.

Pressing Q at the Message Base prompt will return you to the main level.

Related to the open bulletin boards is the private mail system. Pressing S from the Main Level prompt will allow you to send a private message ("mail") to another user. You will be asked for the user's name or user number. (If you don't know either, or unsure of the spelling, hit the return without responding and you will be back at Main Level. Then press U for the user list. You will be asked if you want to match letters; all this means is that the BBS will do a sort for you to find a specific person. For example, if you wanted to find my number or wanted to see how my name is spelled, you could enter either "mark" or "wannop" or even "wan". If you type "wan", you'll get everyone with "wan" in their name, including myself and Wanda Bullion...) Once you tell the BBS who the message is for, type it in the same way as if you were posting an open message, ending with "done" on an otherwise blank line; it will be "sent" to the person when they next call. If someone has left you mail, you will be notified when you "log on" (get connected) and be given the option to read your mail right away. Be sure to read it before you log off or it'll be lost and you won't see it!

Pressing a Y from the main menu will get you to the file transfer area; like the bulletin board system, there are several different sections to which you can upload (send a program to the BBS) or download (get a program from the BBS):

1 - General; odds and ends that won't fit other catagories.
2 - Utilities; make life easier with your computer.
3 - Graphics IIe/IIc
4 - Music and Sound.
5 - Graphics GS
6 - Games IIe/IIc
7 - Games GS

Damaged Appleworks Files

Those of us who attended the July meeting were impressed with the demonstration of a program called **Repairworks** from Quality Computers. Thanks to a tip from Ethel Graham, I downloaded the following file from the Educational Technology Network (ETN) bulletin board. Jack Jennings posted it on the Apple User's Forum and it contains some excellent tips for recovering Appleworks files, as well as tips for avoiding damage in the first place. We thought they might be helpful.

Appleworks Unreadable Files

Over the four years that I have been working with AppleWorks I have received several calls for help in recovering unreadable files. The most recent came today ... a panic call about a lost data base file. I am posting my hints below (since I had just finished them anyway). Although these are specific to the data base, the PD and commercial programs listed also recover word processing files.

I have found that many people think if they save a file on two or three disks every time they shut down ... that they are following good backup procedures. The danger in this is that if a file becomes corrupted (love that word) while you are using it **IN THE COMPUTER** .. you will be making several copies of the same corrupted files and perhaps **NONE** of them will load the next time you need them. A much better way to back-up your important files is to load them from one disk and **IMMEDIATELY** insert your back up disk. do all your regular saving during that session **ON THE SAME DISK**. The next time you want to work on the file, load it from the backup and **IMMEDIATELY** insert to the original disk .... rotate only session by session ... that way you can be sure that the last copy will load. If your file is **REALLY** important, rotate among three disks.   Enough ... here're my hints ....

Recovering Damaged AppleWorks Data Base Files

---

or

"Can you help me? My AppleWorks Data Base Won't load!"

Yes it does happen. Occasionly an AppleWorks Data Base file will become damaged and when you try to load it you will get that most feared "Unable to Load" message. Luckily this does not happen very often, but when it does, it usually seems to happen to that **VERY IMPORTANT** data base that represents hours upon hours of work for the tortured soul calling and it's too unkind to just tell them to use their backup copy.   Actually in some cases the victim **HAS** a backup, but it was made under the same conditions, at the same time, or on the same drive and it is **ALSO** defective.

The purpose of this article is to suggest a few things that you might try before rekeying all the lost data. I will start with the easiest or least time consuming and progress to the hardest or most time consuming.

Method #1 - Use a file copy program to copy the defective file to a clean formatted disk. The disks **VTOC** (Volume table of Contents) that keeps track of where files start is rebuilt on the new disk during the copy process and sometimes this is all that is needed to allow the file to load.

Method #2 - Use a utility program like Copy II+ that has an "undelete" function to undelete any files on the disk that have **TEMP** in the file name. When disk space permits, AppleWorks appends "TEMP to the old copy of a file when you save a new version. After undeleting and renaming, you can usually load this file. If, however, you received the message "is it OK to delete the old copy of this file" when you were saving it the last time. And if you responded "YES" ... you won't have a **TEMP** file to fall back to.

Method #3 - Try an AppleWorks "recovery" program. The least expensive one that I have heard about is the "TI&IE Data Base Repair Kit" from the **NAUG** (National AppleWorks User Group) Public Domain Library. This disk can be purchased for $4.00 plus $2.00 shipping from:

National AppleWorks Users Group
Box 87453
Canton, Michigan 48187

By the way, if you are a heavy duty AppleWorks user, you might wish to join NAUG. Membership is $27.00 per year and you receive their monthly newsletter and access to their bulletin board.

A commercial program, "**RepairWorks**" has recently been released by Quality Computers. Its price is $39.95 and it can be ordered by telephone. Just call 800-443-6697 or send your money to:

Quality Computers
15102 Charlevoix
Grosse Point, MI 48230

Bruce Shanker, a Pennsylvania neighbor, reviewed this program in the April 1989 AppleWorks Forum (page 11) (NAUG Newsletter) He states that he tried this program with 14 unreadable AppleWorks data base files and was able to recover ALL the files. [Ed. Note: Bruce was our speaker in July.] In the most heavily damaged files the words "missing data" were substituted in the damaged records to keep the number of categories constant from record to record. It must be pointed out that the recovered **FILES** were damaged but the **DISKS** on which they were recorded had intact disk directories. If the directory of your disk is damaged you will need to resort to a utility such as "**Bag of Tricks**" (from Quality Software) and learn a little about how information is stored on disks if you are going to attempt to repair damaged disks with this utility. If you can't "List all files on the the current disk drive" your disk is probably damaged.

Method #4 - Reconstitute the data base from a reworked ASCII file. This may seem a bit complicated to the novice user but it is one that I have used successfully. Here is the general procedure :
A. Bring the damaged data base file into an AppleWorks Word Processor document using the "From a text (ASCII)

file" option and specifying the file by ProDOS pathname. The resulting word processing document will have a lot of undecipherable garbage at the top. It may look something like this :

"·;**9D* *D**/******************************

..." but after all the garbage you will see each of your category names separated by a SINGLE number "*" (or pound) sign. After all the categories, you will see a double number sign (**), a block that looks like (but doesn't act like) a carriage return. Following the block will be another double number sign (**) and the data of the first data base record, with each piece of data separated by a single number sign (*). All of this information will be in one long string even though your word processor will break it into lines. (For those who MUST know where all these "*'s" came from, they were control characters in the original data base file ... but were converted to number signs when this file was brought into the Word Processing file.)

B. Delete all of the garbage at the top of the file. This was originally the "header" of the data base file but it is useless now.

C. Delete and replace all the double number signs and single number signs with carriage returns so that you have a long list that starts with the category names followed by the data in each record category in a regular pattern. For a simple data base, your "reworked" word processing file will look like this:

        Name
        Street
        City State Zip
        John Smith
        345 Disk Drive
        Appleton, NJ 08...
        Mary Doe
        567 ProDOS Lane
        Laserland, NJ 08998
        ....
        ....
        ....
        etc.

D. Go over the list carefully, adding blank lines (carriage return only) for empty categories ... until every record consists of exactly the same number of lines.

E. Save (or Print) this file to disk as an ASCII file.

F. Start a new data base file "From a text (ASCII) file" and when asked, specify the number of categories in each record.

G. The first record will contain the category names from the original data base. Use this as a guide to rename all the categories, then delete the first record. Your data base is now reconstituted. If any of the information appears in the wrong place (shown as a offset in the "tables" screen display), go back to the word processor document and add or delete blank lines as necessary to straighten it out.

Since the deletion and replacement of all the number signs can be an overwhelmingly tedious process if you do it manually, I recommend that you build a keyboard macro to make life easier. Using either "AutoWorks", "MacroWorks", "SuperMacroWorks", "UltraMacroWorks" or "KeyPlayer"; construct first a macro that finds each double number sign

(**) and replaces it with a carriage return. Then go back to the beginning of the file and use a second macro to replace the remaining single number signs (*) with carriage returns. With these macros you can whip through the word processing file in a hurry and straighten it out into the required long list of sequential data.

I hope this long message is of use to some of you hearty "AppleWorkers".   Please message me with additions, corrections, and comments. If there appears to be a real need for this type of information I may turn it into a more finished product.

Jack Jennings
ETTC South - NJDOE
c/o Gloucester County College
**Room 420**
Sewell, NJ 08080

8 - Appleworks; files, templates, patches.
9 - Telecommunications
10 - Macintosh

You have the option of setting your transfer protocol; Follow the on-screen prompts and you'll find your way around the transfer section. Use L to log a specific directory. When attempting file transfers for the first time, be sure you have read the section of your communications program's manual on the subject. The BBS can provide help on its own program, but can't help you with yours!

To return to the Main Level, press Q.

There are other options on the BBS, but this covers the main points. There is a detailed help option available from the main menu, and new users should give it a look. If you have further questions, you can leave them in feedback to the SysOp. Users usually are given a 30 minute limit per call; the BBS will not cut you off if your time limit is up while you are posting or doing a file transfer, but waits until you are done before saying goodbye. To leave the BBS before you're booted off, type T for Terminate at either the Main Level or Bulletin Board prompt.

We would certainly welcome having more SJAUG members participating on the BBS! The message bases - especially the discussion boards, the Story board, and Uncle Bruno would benefit by being more lively! Even if I lost you here and there trying to describe the ins and outs of Appleline, remember that's it's often easier to use a program than to describe it... The BBS is menu oriented, and you can always press ? in most locations to get help!
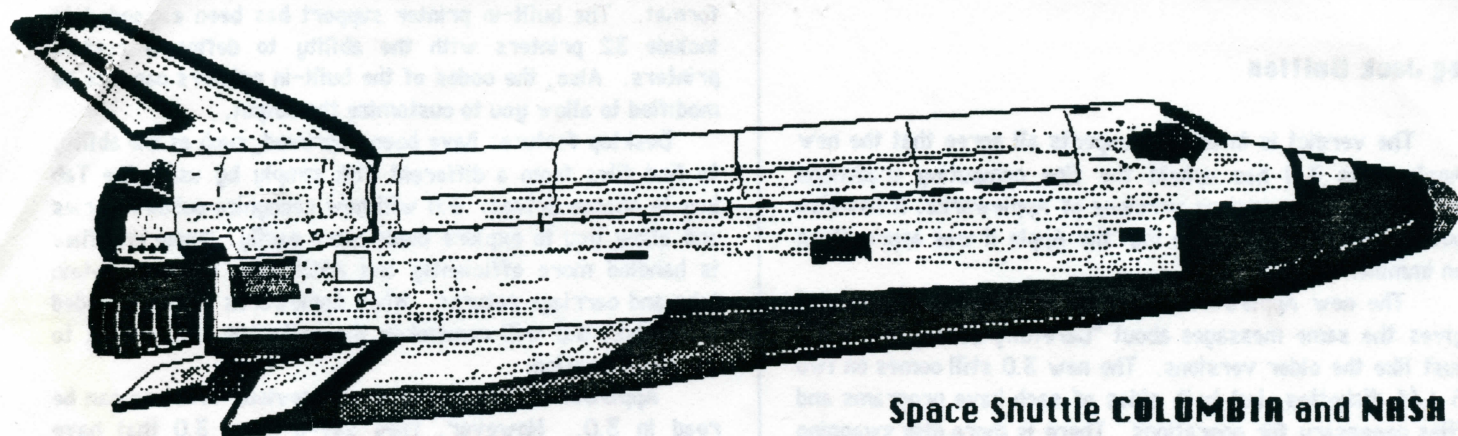
Space Shuttle COLUMBIA and NASA
Graphics from
Art Gallery of American History
Unison World

MINI-BITS for August
by Wanda Bullion

NASA SPACELINK

Maybe the subtitle here should be "how to double your phone bill without even trying!" I have found a bulletin board you may not know about - there are no online charges, just long-distance telephone charges. Of course, if you telecommunicate late at night like I do, it shouldn't be too bad. Here are the pertinent details:

The board is called **NASA Spacelink**. I downloaded the following description:

Nasa Spacelink runs on a Data General ECLIPSE MV-7800 minicomputer at the NASA George C. Marshall Space Flight Center in Huntsville, Alabama. NASA Spacelink software was developed and donated to NASA by the Data General Corporation. The system has a main memory of 14 megabytes (14 million characters), and disk storage space for 708 megabytes. It runs at 300, 1200 or 2400 baud. Data word format is 8 data bits, no parity, and 1 stop bit. The system was made public in February, 1988.

Initial support for NASA Spacelink was provided by the Educational Affairs Division at NASA Headquarters. The NASA Spacelink data base is maintained by the Public Services and Education Branch of the Marshall Space Flight Center Public Affairs Office. Operational support is provided by the Information Systems Office at the Marshall Center. Information on NASA scientific projects and educational programs is provided to NASA Spacelink by education specialists at NASA Headquarters and the NASA field centers.

While NASA understands that people from a wide variety of backgrounds will use NASA Spacelink, the system is specifically designed for teachers. Unlike bulletin board systems, NASA Spacelink does not provide for interaction between callers. However, it allows teachers and other callers to leave questions and comments for NASA.

The number for NASA Spacelink is 1-205-895-0028. It accepts 8 callers at a time. I found the system extremely easy to use. When you call for the first time, you must enter the username **NEWUSER** and the password **NEWUSER**, then specify how many lines your computer will display at one time (usually 24). NASA Spacelink then will pause every 24 lines for reading, press return to continue. As a new user, you will read the introduction, then be asked to provide personal data such as name and address. If you request material to be sent by mail, this information will be necessary. You will also be asked to enter your own username and password which you will use the next time you call. After you have entered all the information requested you will see the main menu:

1. **Log Off NASA Spacelink** (Use when leaving the system) You will be given the opportunity to leave a message for NASA.

2. **NASA Spacelink Overview**
   A review of the system, explanation of XMODEM, and a procedure for revising your address information.

3. **Current NASA News**
   Dated information subject to daily change. Listing of NASA education workshops, news releases, shuttle updates, TV schedules, etc.

4. **Aeronautics**
   Information on current and past NASA research.

5. **Space Exploration: Before the Shuttle**
   Historical information on the U.S. space program.

6. **Space Exploration: The Shuttle and Beyond**
   Comprehensive material on the Space Shuttle and Shuttle payloads. Also, Space Station, planetary probes, space observatories, satellites.

7. **NASA and Its Centers**
   Overview of NASA research centers and other installations.

APPLEWORKS 3.0

by Jack Bullion

The verdict is in and the experts all agree that the new Appleworks 3.0 has upheld the fine computing traditions initiated by the previous versions of Appleworks. It has also put to rest the supposition that the Apple II was approaching an imminent demise.

The new Appleworks will still work in 128K and still gives the same messages about "Carefully saving this file", just like the older versions. The new 3.0 still comes on two 5 1/4 diskettes, but both sides of each have programs and files necessary for operations. There is more disk swapping needed to access all the new features with smaller memory machines, so, as before, the more memory you have, the less swapping done. There is built-in support for more printers and it allows up to three custom printers. You can also customize the codes for the built-in printers.

The big news for the Word Processor is the addition of the spell checker. It shares most of the same features as Beagle Brothers Timeout Quickspell but has a new feature, the spelling summary. It will count the total number of words in a document, count repeated words, displays "Unknown words", "Corrections made" and how unknown words were handled. For all the students who have to write that thousand-word essay, this feature can be a real help (or plague, depending on your viewpoint).

The options menu now has Right Justification, Print Date, Print Time and Special Code. RJ rounds out the other justification codes (UJ-JU-CN) to give a full set of features. Print Date and Print Time will insert the current date or time into a document as it is being printed. The formats for each can be configured within 3.0.

Headers and footers can now consist of multiple lines, as long as the length is reasonable.

The usage of the Tab key has been improved. You can now have different tab settings through the document by using tab rulers.

The Data Base module now has horizontal scrolling when all the columns can't fit on the screen at the same time. As before, you can make your own report and table formats. A new option is the ability to copy a current format into a new format and then make the changes you want. Category names can now be displayed in inverse video and date and time can be inserted in their appropriate fields just by using a "@" in the field.

The Spreadsheet module has been expanded both in size capability and functions. The maximum number of rows is now 9,999 (if you have enough memory) and arithmetic, trigonometric, logical and financial functions have been added (26 new functions in all). When copying within the worksheet, you can now choose to copy functions and formulas with either "no change" or "relative", and 3.0 will remember that choice without asking again.

The configuration options for 3.0 have also been modified. You can now choose to load individual modules alone or any combination at startup. Date format has 4 options to choose from and the time format can be either AM/PM or 24 hour format. The built-in printer support has been expanded to include 32 printers with the ability to define 3 custom printers. Also, the codes of the built-in printers can also be modified to allow you to customize the output.

Desktop features have been improved, such as the ability to find files from a different disk simply by using the Tab key to change drives. 3.0 will now recognize subdirectories and allow you to explore these more easily. Importing files is handled more efficiently and ASCII files can now retain tabs and carriage returns. When Appleworks files are loaded from disk, 3.0 will remember the pathname and save it to the same location.

Appleworks files saved from previous versions can be read in 3.0. However, files saved from 3.0 that have utilized any of the new features will not be compatible with older versions. If new features are not used, the saved file can be used in older versions.

As in version 2.0 and 2.1, the more memory you have available, the more the program will utilize to enhance the speed and features of the program.

Obviously, this review can't reveal all of new features and enhancements because the program is not in the stores yet. However, the new features and enhancements give even the casual user reason to consider acquiring it. The upgrade policy is certainly good inducement for purchasing 3.0. Claris has unleashed a new "classic".

[Ed. Note: Watch for an exciting announcement about a 3.0 demonstration at a SJAUG main meeting.]

(continued from pg. 7)

8. NASA Educational Services
   Listing of all major NASA educational programs.

9. Classroom Materials
   Variety of classroom materials: space science lesson plans and activities, astronomy information, film/video list, computer programs, source list for pictures, posters and other materials.

10. Space Program Spinoffs
   Reports on the ways in which space program has adapted to benefit industry and the public.

Each of these will have one or more sub-menus, each with the option to return to the previous menu or the main menu. When you log off the system using option 1 on the main menu, you may leave a message of up to 15 lines for the system administrator. The messages are read daily each weekday morning and the administrator will respond to you through regular mail or with a note which will appear the next time you sign on. If you have any interest in the space program or astronomy in general, and you don't mind the phone charges, you might find this an interesting experience.

And would you believe NASA has computer programs which are public domain software?? Watch **Candy Apple** for further information on how to get these "goodies."

THE EAMON ADVENTURES

By P. Mark Wannop

One type of game program that the computer does well is the adventure game. By giving the computer simple commands, one can, through a character, investigate a fictional world, fighting battles, gaining treasure, and finally attaining a goal. But if you make the wrong move, your character can suffer wounds, lose treasure, or even die! Many of these games are commercial programs, but there is a wide range of adventure games available in our library.

The Eamon adventures are text adventures. Like the commercial Infocom adventures, there are no graphics; the scenes and characters are described in the text. You move, pick things up, put them down, and do other actions by typing in a verb and a noun at the prompt (i.e. GO NORTH, READ BOOK, TAKE SWORD, DROP BOTTLE and so forth). Each adventure gives you a goal that you must attain to win the game, and has a different scenario that you move in. You can buy weapons, spells, and the like.

There are 60 different Eamon adventure disks in the library; in order to use them, you must have the Eamon Master disk, number 1. The original Eamon master has it's own adventure; you have the option of taking that adventure or going on one from another disk. While many of the storylines follow a medieval "sword and sorcery" scenario, there are Eamon adventures named "Nuclear Nightmare", "Jungles of Vietnam", and "Sewers of Chicago"...

Eamon was designed by Donald Brown; many of the Eamon adventures were written by various users around the country. if you are interested in doing your own, or modifying existing ones, there are disks that allow you to do just that. There are four disks of Eamon Utilities :

Eamon Utilities I - useful to players of Eamon adventures.
Eamon Utilities II - Useful to designers of adventures.
Eamon Utilities III - fun little side games
Eamon Utilities IV - Useful to customize the system.

In addition, there is the Eamon Dungeon Designer which allow users to make up their own adventures for the Eamon system.

If you like the idea of walking down dark pathways in search of a quest, never knowing what sort of goblin or beastie is waiting to meet your sword, you might be interested in checking out "the wonderful world of Eamon"!
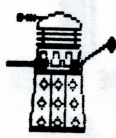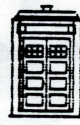
GAME TIPS

by Brian Sleeper and Ryan MacMichael

Ultima V

1. You can earn experience points by completing an ordained quest from the shrines.
2. You must complete all ordained quests before you can win the game.
3. Have your whole party assembled before you complete the quests.
4. The shrine of spirituality is not on the map of Britannia.
5. The dungeon Hythloth has two major purposes.
6. Katrina, a level 5 fighter, can be found in New Magincia.
7. The sisters in the cove have something important to tell you.
8. There is a man at the cove healers who cn tell you something about the Mystical Twins. (He's only awake for one hour at night.)

King's Quest IV

1. There is something under the bridge to help you at the pond.
2. There's someone in the woods who might like to change jobs and maybe become a Shakespearian actor.
3. Ministers sometimes borrow things.
4. Playing a duet with Pan might just be able to get his attention.
5. The seven dwarfs' house is very messy. They might give you something if you clean it up.
6. There is a cave behind the waterfall. It is very dark.
7. The magical fruit is in a swamp on the other side of the mountains.

OH BOY, DO WE HAVE A LOTTA PRINT SHOP DISKS!

By P. Mark Wannop

We have a wide selection of disks containing graphics, borders and fonts for the regular **Print Shop (TM)** program, most of which came originally from **BRCC** (formerly called BRAC). We have been putting them in the library one disk per month, but since we have had interest in what's coming up, we're going to have them all available.

There will still be one PS disk selected each month as a PS Disk-of-the-Month for the reduced price of $3.00; the others will have the regular library fee of $4.00. This way folks who want a particular disk right away can get it, and those who don't mind waiting can get them all (eventually) at the DOM price...

I'll have a separate binder at the September meeting with printouts of the various PS disks. Note that these are the regular black-and-white graphics for the Apple II Print Shop.

Disks of graphics, etc., for the Print Shop GS program will be available from the IIgs library at the GS SIG meetings.

SJAUG PS #4

GARFIELD SUNDAE MOTHER GOOSE DALEK

QUARTERBACK PS. SNOOPY GHOST BUSTERS TARDIS

TIPS OF THE MONTH

by Ryan MacMichael

HARDWARE

If you have a Kraft KC 3 joystick, try this trick:

Boot up a disk. When it stops whirring, flip the switch from Apple II to IBM PC. A new way to boot!

PRODOS

Hidden in your computer is a ProDOS RAM disk. What is that? The ProDOS RAM disk is like another disk for you! It has about 120 free blocks and moves at lightning speed. It is in Slot 3, Drive 2. To see how fast it is, try this test:

1. Load a large BASIC file (15 or more blocks).
2. Type "SAVE FILE" and clock how long it takes to save.
3. Type "SAVE FILE,S3,D2" and clock how long it takes to save.

However, the files on the RAM disk do NOT stay there when the computer is rebooted or when the computer is turned off.

BASIC

If you want quotes within quotes, type in this one-liner that lets you put the and symbol for a quote:

```
FOR X=768 TO 776 : READ A : POKE X,A : NEXT :
C=PEEK(48896) : D=43603 : P=48688 : POKE
D,0+PEEK(D)*(C=76) : POKE D+1,3+(PEEK(D+1)-3)*(C=76) :
POKE P,0+PEEK(P)*(C<>76) : POKE
P+1,3+PEEK(P+1)-3*(C<>76) :
DATA 201,192,208,2,169,162,
76,240,253
```
From NIBBLE, August 1987

If anyone has any tips for this column, send to:

Ryan MacMichael
22 Lightning Dr.
Medford, NJ 08055

More PrintShop Graphics from SJAUG Disk # 4

A FEW WORDS FROM THE EDITOR...

Wanda Bullion

As you can see, **Candy Apple** is growing. We are adding space for retail advertisements which will begin in September. If you know a local retailer who might be interested in placing an ad, please call me at home, 767-4913, or message me on the board, and I will mail them a copy of **Candy Apple**. If you are a member of SJAUG and own a computer-related business, **Candy Apple** will offer you a special rate. Please call for details.

I would also like to see a question and answer column - members could send in questions about hardware or software and have them answered by one of our SJAUG "experts." If you have been frustrated running a certain program, or getting your printer to cooperate - or locating a special piece of hardware - this is the place to find it. Address your questions to the editor:

Wanda Bullion
4 Constitution Blvd.
Berlin, NJ 08009

Or send them E-mail on the board. I'll pass them along to the best expert and your answer will appear in the next **Candy Apple**.

I'll be watching for your questions for the September issue.

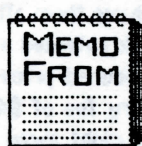SEPTEMBER DEADLINE FOR ALL COLUMNS, QUESTIONS, ADVERTISEMENTS IS

SEPTEMBER 2nd

Enjoy the rest of your summer!
See you in September !!

Wanda

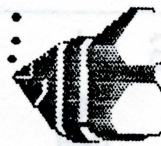OLYMPIC SAM   MEMO   MUSIC1   MUSIC2   FIRE CRACKER   CLOCK   ANGELFISH   DINO4
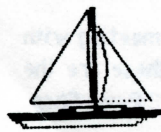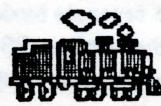
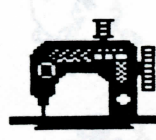SAILBOAT   COWBOY   TRAIN   DOCTOR   SEA HORSE   EARTH   BASSIST   SEW MACHINE

Rt. 561 is
Berlin-Haddonfield Rd.

Hardware

Robbins Mkt.

Rt 561

Community Center →

P.O.

Park

Driveway

White Horse Rd.

EAGLE PLAZA

Church

light   Springdale Rd.

Bank

Diner

~ MAP TO MAIN MEETING ~

555-1212

Candy Apple
The Newsletter of the South Jersey
     Apple Users Group
P.O. Box 4273
Cherry Hill, NJ 08003

AUG 15 1989

DATED MATERIAL